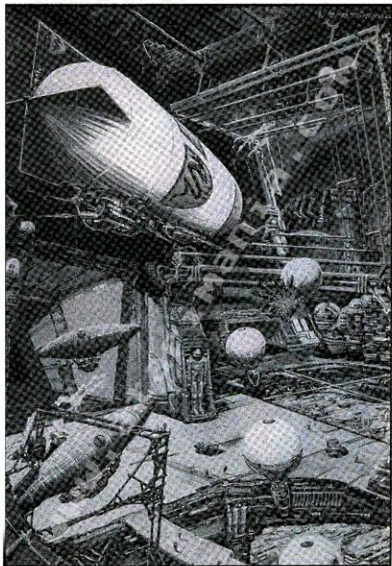


ZEPPELIN



by William Mataga

synapse
SOFTWARE

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LOADING ZEPPELIN

Cassette

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and remove from the cassette recorder. Insert a pencil into the sprocket of the cassette and advance the tape into the cassette recorder and try to reload as described above. If this fails, simply flip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the *Zeppelin* program disk into the disk drive label side up with the open section towards the rear of the disk drive label side up with the open section towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds. If you have any trouble loading the disk, simply turn the disk over and re-boot. The program has been copied onto both sides of the disk.

Cartridge

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the *Zeppelin* cartridge into the left slot label side towards you and close the cartridge door.

Object of the Game

As pilot of the Zeppelin, your mission is to explore the 250 rooms of the caverns, locate the dynamite and blow up the enemy lair on each of seven levels.

Getting Started

Once the game has loaded, you will see the title screen. Pressing **(option)** will allow you to select the number of players. Pressing **select** will allow you to choose the level of difficulty. Press **(start)** to begin the game.



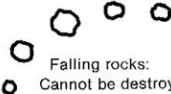


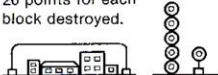

How to Play



To maneuver your zeppelin, simply push the joystick in the desired direction. To fire, hold down the red fire button and push the stick in the direction you want to shoot. You will automatically shoot forward and in the direction you push the joystick. You start the game with four lives and lose one life for each collision you sustain. You gain one life for each 10,000 points you earn and for each life marker you touch. The number of remaining lives is indicated by the number of zeppelins in the text window at the bottom of the screen.

The game will gently scroll automatically. When you come upon a fork in the caverns, move your zeppelin as far as possible in the desired direction without running into anything. The game will then scroll you into the next screen.

As you voyage into the caverns, you will encounter several types of objects which you must destroy or avoid. These are:

 <p>Balloons: 30 points if destroyed.</p>	 <p>Enemy zeppelins: 30 points if destroyed.</p>
 <p>Falling rocks: Cannot be destroyed. You must avoid these.</p>	 <p>Barriers: 20 points for each block destroyed.</p>
 <p>Laser Gates: 10 points for each piece destroyed.</p>	<p>Buildings/Towers: 20 points for each block destroyed.</p> 
 <p>Earthquake Debris: 20 points for each piece destroyed.</p>	

In addition to these objects, you will find other special objects these are:

Switches:



Shooting these will change their position and can turn on or off some of the enemy defenses (zeppelins, balloons, earthquakes, etc.). Each switch in the maze has a specific function which does not change.

Keys:



Keys can be picked up by simply touching them with your zeppelin.

Keyholes:



Touching a keyhole with a key can open up new areas of the caverns.

Hamburgers:



A giant hamburger can be picked up to be fed to the hamburger creature.

Hamburger Creature:



Hamburger creatures guard some of the switches in the caverns. They can be bribed into leaving their post by feeding them a hamburger. To feed the creature, simply touch the hamburger to the creature. It will greedily begin chomping on it and eventually leave its guard post.

Life markers:



Touching one of these gives you an additional life.

TNT:



The TNT must be picked up by touching it with your zeppelin. It must then be carried to the room containing the plunger.

Plunger:



You must first shoot the plunger once to bring it into the up position. Next, deposit the TNT in the box. You can then detonate the TNT by shooting the plunger once more into the down position. This will allow you access to the next level of the caverns.

To make things even more interesting, earthquakes may periodically occur. This may make avoiding the cavern walls a little more challenging.

Pause Control

Pressing the space bar at any time will pause the game. Simply push the joystick in any direction to resume the game.

Multiple Players

More than one player can participate in the game at one time. In these cases, player one is always the pilot and the other players are the gunners. Each gunner can fire independently.

Warranty

Synapse Software warrants to the original consumer/purchaser that this *Synapse Software* program cassette/diskette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, *Synapse Software* will repair or replace the cassette at *Synapse Software's* option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to *Synapse Software*.

This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than *Synapse Software*. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

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ZEPPELIN

Requires Atari 400/800/XL series with 32K (disk and cassette) or 16K (cartridge) and joysticks.

The escape from the prison of the Timelords was treacherous. Only your courage and savage will to live have brought you to this point.

But this is only the beginning! The beginning of a flight for survival.

This world is known as Zarkafir, the cave world. The gaseous composition of the Zarkafir's atmosphere has led to the development of hot air technology with zeppelins and hot air balloons being the mode of transportation. In this primitive world the Timelords have ruled for centuries. It is here that the Timelords have established the base from which they plan to dominate this planetary system . . . and you must stop them!

Within the caves there are many dangerous twisting corridors filled with defending dirigibles, energy barriers, and deadly air currents. Monstrous earthquakes threaten your every move.

Not great odds, but who said it was going to be fair?

You know their plan!

Now, you must try to stop them.

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